

METALGEARSOLID[®]

GUNS OF THE PATRIOTS TACTICAL ESPIONAGE ACTION



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INTRODUCTION OF THE FRANCHISE

Every story has its beginning, every war has its cause.

The story of *Metal Gear* (and series protagonist Solid Snake) begins in 1987, on a very different battlefield. Microsoft and ASCII Corporation created the original MSX as a design standard for personal computer hardware, and the MSX2 was its graphically superior younger brother. The MSX2 competed fiercely with Nintendo's Famicom, but lacked the big-name titles that spurred the success of its dominant rival. Konami's MSX development team decided to give the underdog a hand and make an action game that would be exclusive to MSX2: *Metal Gear*.

However, the MSX2 lacked the computing power to convincingly reproduce a bullet-riddled, war-torn battlefield. How could the team overcome that hurdle? *Metal Gear* series creator Hideo Kojima had a revolutionary answer. Rather than produce a traditional action game, they would instead focus on the concept of players actively avoiding their foes, with a unique emphasis on stealth and guile over brute force. With an intriguing design brief and pixel-perfect execution, *Metal Gear* became a bestselling hit. Three years later Konami released its sequel, *Metal Gear 2: Solid Snake*, to satisfy the demand from fans of the original.

Nearly ten years after the release of the original *Metal Gear* on MSX2, Sony launched the PlayStation in 1996. Using the console's advanced 3D hardware, Kojima designed a game that enabled the player to infiltrate an enemy base in virtual, polygonal space: the celebrated *Metal Gear Solid*. Months later, localized versions of the game were released in North America and Europe to universal acclaim. Critics and fans alike applauded it for pushing the perceived limits of the video game medium. Sequels on PlayStation 2 – *Metal Gear Solid 2: Sons of Liberty* and *Metal Gear Solid 3: Snake Eater* – and *Metal Gear Solid: Portable Ops* for PlayStation Portable all contributed to overall series sales of 20 million copies worldwide by 2007, the year of *Metal Gear*'s 20th anniversary.

In 2008, the final chapter of Solid Snake's tale will be told in *Metal Gear Solid 4: Guns of the Patriots*.





METAL GEAR WORLD CHRONICLE

- 1930s** Last member of the Philosophers dies.
- 1939** Albert Einstein sends a letter to President Roosevelt advising the development of the atomic bomb.
World War II erupts.
- 1941** British Army founds the Special Air Service (SAS).
- 1942** America opens the Office of Strategic Services (OSS).
Physicist Enrico Fermi uses a nuclear reactor to generate atomic fusion.
US Army's Corp of Engineers initiates the Manhattan Project.
Grandfather of Hal "Otacon" Emmerich joins the Manhattan Project.
The Boss establishes the Cobra Unit at the Battle of Stalingrad.
- 1944** Allied Powers dispatch the Cobra Unit at the Battle of Normandy.
- 1945** America tests the first atomic bomb in Alamogordo, New Mexico.
Atomic bombs dropped on Hiroshima and Nagasaki, Japan.
Otacon's father is born.
- 1946** ENIAC, the first computer, is built.
- 1947** America founds the Central Intelligence Agency (CIA).
Cobra Unit disbands.
- 1949** Inauguration of NATO (North Atlantic Treaty Organization).
Soviet Union tests an atomic bomb at Semipalatinsk. Germany is divided -- East and West.
- 1950** President Truman orders the development of various atomic bomb types.
Korean War begins.
- 1951** Israel establishes the Institute for Intelligence and Special Ops, aka MOSSAD.
The Boss is exposed to high radiation levels while providing ground support at a Nevada nuclear test.
- 1952** Physicist Werner von Braun proposes a plan to send men to Mars.
America founds the National Security Agency (NSA).
- 1953** Khrushchev becomes First Secretary of the Soviet Communist Party.
Watson and Crick discover DNA's double-helix structure.
- 1954** US Navy launches the first nuclear submarine, the USS Nautilus.
America tests a hydrogen bomb on Bikini Atoll, irradiating Naked Snake and contaminating the fishing boat Daigo Fukuryu Maru.
US Secretary of State John Dulles announces the New Look Policy.
The Soviet Union founds the KGB.
- 1955** Einstein dies, taking his passion to abolish nuclear arms with him.
The first conference against atomic and hydrogen bombs meets in Hiroshima, Japan.
- 1957** America successfully launches an ICBM (intercontinental ballistic missile).
Soviet Union launches Sputnik-1.
- 1958** America launches the satellite Explorer-1.
- 1959** The Cuban Revolution.
The American National Advisory Committee for Aeronautics (NACA) founds NASA.
- 1960** America's surveillance aircraft Lockheed U-2 violates Soviet airspace.
Soviet Chairman Khrushchev announces the transport of missiles to Cuba in an act of resistance against American foreign policy.
Two NSA cryptanalysts, ADAM and EVA, defect to the Soviet Union.
- 1961** America and Cuba end diplomatic relations.
President Kennedy falls into disfavor with the Philosophers.
Yuri Gagarin boards Vostok-1 and becomes the first man in space.
Alan Shepard pilots the first sub-orbital flight.
Construction of the Berlin Wall begins.
US Army founds the Green Berets.
Soviet Union tests the largest nuclear weapon in existence over the Arctic island of Novaya Zemlya.
- 1962** American surveillance craft U-2 discovers Soviet missiles in Cuba, sparking the Cuban Missile Crisis.
- 1963** The New York Times ends a 114 day strike and publishes a 702 page Sunday edition.
Valentina Tereshkova boards Vostok-6 and becomes the first female cosmonaut.
Soviet and American leaders sign the Hot Line Expansion Agreement.
America, the Soviet Union, and the UK sign the Partial Test Ban Treaty at the Grand Kremlin Palace.
President Kennedy is assassinated.
Movies The Great Escape and 007: Dr. No are released.
- 1964** US Department of Health announces that cigarettes cause lung cancer.
The Gulf of Tonkin incident occurs in Vietnam.
Virtuous Mission and Operation Snake Eater commence.
Naked Snake is awarded the title of Big Boss.
- 1965** America bombs North Vietnam.
Sigint joins ARPA, which grows into DARPA.
- 1966** US Department of Transportation creates the EMS response system.
- 1968** Soviet Union invades Czechoslovakia.
Strategic Arms Limitation Talks (SALT-1) initiated.
EVA disappears in Hanoi.
- 1969** America puts the first man on the moon with Project Apollo.
The US Department of Defense and ARPA establish ARPAnet, the basis for the internet.
- 1970** The first paramedic system is introduced in Seattle, Washington.
The San Hieronymo Peninsula incident, the Successor Project is concluded.
Major Zero disbands the FOX Unit.
- 1971** Soviet Union launches Salyut-1, the first space station.
Big Boss establishes FOXHOUND in effort to exterminate renegade FOX Unit.
- 1972** Project Apollo ends with Apollo-17.
The Les Enfants Terribles Project gives birth to the Sons of Big Boss -- Liquid and Solid Snake.
- 1973** America launches the space station Skylab.
America withdraws ground troops from Vietnam.
- 1975** Richard Dawkins publishes The Selfish Gene.
- 1977** America establishes Delta Force.
- 1979** Soviet Union invades Afghanistan, new cold war begins.
- 1981** America launches Columbia, the first space shuttle.
- 1982** Falklands War begins.
- 1983** President Reagan announces the Strategic Defense Initiative (SDI).
- 1986** Gorbachev's new administration ushers the Soviet Union into the Détente-2 era.
America's space shuttle program stalls due to the Challenger explosion.
Soviet Union launches space station Mir.
America proposes the Human Genome Project, igniting a global research effort.
Soviet Union officially announces the Chernobyl nuclear disaster.
- 1989** The Berlin Wall falls.
- 1990** Iraq invades Kuwait.
East and West Germany reunify.
- 1991** The Gulf War begins.
Soviet Union collapses, and the Commonwealth of Independent States (CIS) rises in its place.
- 1994** America adopts the Strategic Arms Reduction Treaty II (START-2).
- 1995** The United Nations adopts the Comprehensive Test Ban Treaty.
Outer Heaven revolts.
- 1999** Zanzibarland established.
UK scientists clone a sheep's somatic cell.
- 2000** A joint team of Japanese, American, and European scientists announce the mapping of the human genome.
- 2001** Multiple terrorist attacks hit America on September 11.
- 2003** Nations launch a multilateral strike upon Iraq.
- 2005** The Shadow Moses incident.
Documentary in the Darkness of Shadow Moses becomes a bestseller.
- 2007** The USS Discovery sinks in Manhattan Bay.
Construction begins on the Big Shell Disposal Facility.
- 2009** The Big Shell incident.
Liquid-Ocelot retrieves GW from Arsenal Gear.
- 201X** Solid Snake returns to the battlefield as Old Snake.

SOLID SNAKE III



1964

Virtuous Mission Operation Snake Eater

August 24, 1964. Thirty thousand feet above Pakistan, a man launches himself from a special ops Combat Talon aircraft emblazoned with the US flag. It is the first HALO (high altitude, low opening) jump in history, and the beginning of the covert Virtuous Mission.

Metal Gear Solid 3 is set during the Cold War, the beginning of the Metal Gear saga. MGS3 tells the story of soldiers struggling with questions of loyalty, even as those loyalties change with the times. Naked Snake, an operative in the Special Forces unit FOX, Zero, the commander of FOX.

Volgin, a.k.a. Thunderbolt, a renegade Soviet officer who plots to throw the world into chaos. Ocelot, leader of the elite Ocelot Unit in the Soviet military intelligence outfit GRU. And The Boss, the so-called Mother of US Special Forces, Snake's mentor and a traitor to her country. A drama of loyalty and betrayal unfolds as these players clash over the Shagohod, a nuclear-armed tank. The plot thickens in Operation Snake Eater, a desperate mission with the fate of FOX at stake. With the doomsday weapon Shagohod finally complete, Snake enlists the aid of EVA, a beautiful and mysterious female spy sent to penetrate the GRU, to stop the Shagohod. Will Snake reach his objective in time? Discover the origin of Big Boss, the man who started it all, in this epic title for the PlayStation®2.

TACTICAL ESPIONAGE ACTION
METAL GEAR SOLID 3
SNAKE EATER



1970-99

San Hieronymo Incident Outer Heaven Uprising Zanzibar Land Insurrection

It is the era of détente. The FOX unit takes over a Soviet army base on the San Hieronymo Peninsula in central Colombia and launches a rebellion. Big Boss, now retired from FOX, is abducted by his former comrades and imprisoned in a cell on the peninsula. He escapes and, forming his own unit along with the local Soviet troops, sets out to put an end to FOX's rebellion. Developed for the PSP®, *Metal Gear Solid: Portable Ops* fills the gap between *Metal Gear Solid 3* and *Metal Gear* in the story of Big Boss.

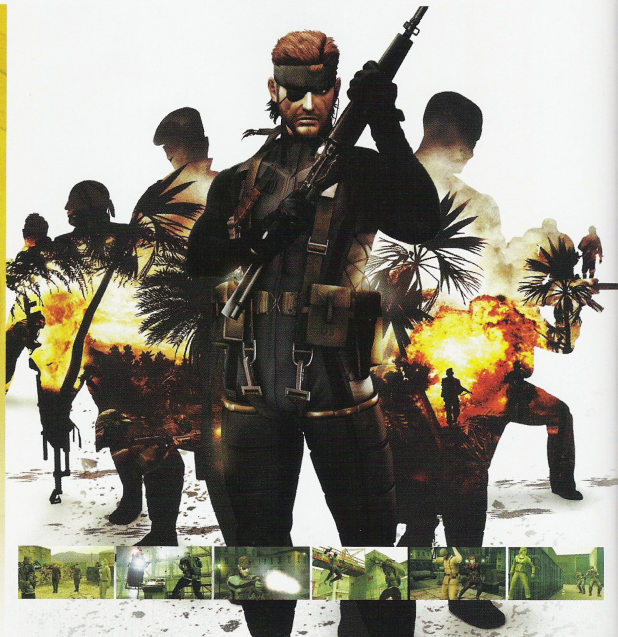
Big Boss's next appearance on the world stage would come in 1995, when FOXHOUND, a new Special Forces unit led by Big Boss, is dispatched to quell an uprising in the South African fortress state of Outer Heaven. Big Boss sends a rookie, Solid Snake, on a mission to destroy Metal Gear, a nuclear-armed bipedal walking tank developed by Outer Heaven. After completing this mission, Solid Snake pursues the specter of Big Boss to Zanzibar Land. In *Metal Gear* and *Metal Gear 2: Solid Snake* for the MSX2, the spotlight passes to a new hero: Solid Snake. PlayStation®2 ports of these two classics are also included in *Metal Gear Solid 3: Subsistence*.



METAL GEAR SOLID
PORTABLE OPS

METAL GEAR

**METAL GEAR
SOLID SNAKE**



2005

Shadow Moses Incident

It is the dawn of the 21st century. The Special Forces unit FOXHOUND seizes control of a nuclear weapons disposal facility on Shadow Moses, an isolated rock in Alaska's Fox Islands. They present their demands to the government:

Hand over the remains of the legendary hero Big Boss within 24 hours, or FOXHOUND will launch a nuke. In response, the government summons Solid Snake out of seclusion in the Alaskan wilderness and sends him on a solo mission to infiltrate Shadow Moses. Released for the PlayStation®3, *Metal Gear Solid* combines exciting live-action and polygon-rendered cutscenes, and 3D CG action scenes, with innovative gameplay, all while delivering an anti-war, anti-nuke message. When FOXHOUND leader Liquid Snake uses the nuclear-armed bipedal walking tank Metal Gear REX to threaten the world with nuclear war, Solid Snake sets out to fight FOXHOUND and rescue Metal Gear developer Dr. Hal Emmerich. Ultimately, Solid Snake learns that Liquid Snake has the same genes as he, and that both Snakes are the heirs of Big Boss's genetic legacy. Full of plot twists, conspiracy, and betrayal, this is "the greatest story of the 20th century, the tale that made a name for the series. What terrible truths await Snake in the depths of Shadow Moses?"

TACTICAL ESPIONAGE ACTION
METAL GEAR
SOLID



2007-09

Tanker Incident Big Shell Incident

After the Shadow Moses incident, technological data on Metal Gear leaks onto the black market. In 2007, a tanker sinks in the middle of New York Bay. The disaster is orchestrated by Solid Snake, now a member of the anti-Metal Gear NGO "Philanthropy." Snake is believed lost at the bottom of the sea along with the tanker.

Two years later, the floating Big Shell facility is constructed for the ostensible purpose of cleaning up the oil spilled by the tanker. But the Big Shell is taken over by the terrorist group "Sons of Liberty," led by a man claiming to be the long-lost Solid Snake. With the US President held hostage, the government sends Raiden, a new recruit in the new FOXHOUND, to infiltrate the Big Shell. Raiden is a new generation of soldier, trained only through VR simulations. Inside the Big Shell, Raiden learns that the leader of the terrorists is not Solid Snake, but yet another heir of Big Boss's genes, a third Snake to follow Solid and Liquid - Solidus. And ultimately, Raiden discovers that there are others controlling and watching his every move: the Patriots, a shadowy organization that even the President answers to. Gradually, Raiden's past is revealed, and the story hurtles toward a shocking conclusion. *Metal Gear Solid 2* utilizes the full capabilities of the PlayStation®2 to present dazzling visuals and a fully immersive game environment.

TACTICAL ESPIONAGE ACTION
METAL GEAR SOLID 2
SONS OF LIBERTY



INTRODUCING METAL GEAR SOLID 4: GUNS OF PATRIOTS

"War has changed."

It's not about nations or ideologies. It's not even about profit, resources, or ethnicity.

It's an endless series of proxy battles fought by mercenaries and machines. War, and its vast consumption of human life, has become a rational, well-oiled business.

War has changed.

ID-tagged soldiers carry ID-tagged weapons and use ID-tagged gear. Nanomachines inside their bodies enhance and regulate their abilities. Genetic control... Informational control... Emotional control... Battlefield control... Everything is monitored – and kept under control.

War has changed.

The age of deterrence is now the age of control, averting catastrophe from weapons of mass destruction. And he who controls the battlefield, controls history.

War has changed.

When the battlefield is under total control, war becomes routine."

The real-time gameplay demonstration of *Metal Gear Solid 4: Guns of the Patriots* at the Metal Gear 20th Anniversary Party sent the rapt crowd, largely comprised of industry insiders from around the globe, into a frenzy. The eager spectators watched as an air strike reduced a Middle Eastern city to rubble in such exquisite detail that they could almost taste the dust and smell the acrid smoke. The hero Old Snake made his way through the chaos – sometimes darting from cover to cover, at others lying low – as local militias fought against an occupying force.

The *Metal Gear Solid 4: Guns of the Patriots* story takes place a few years after the events of *Metal Gear Solid 2: Sons of Liberty*. And yet, in this short span of time, the world has changed dramatically. Since the Big Shell Incident of MGS2, PMCs (Private Military Companies) have taken the place of state armies as the world's primary war machines.

PMCs are independent businesses that specialize in military affairs. These companies do more than participate directly in combat. They offer a full range of war-related services – not merely the

provision of manpower, but also supply and logistics coordination, specialized expertise in strategic and tactical advisory capacities, and the training of local forces. These are quintessential war professionals, unfettered by nationalist ideology or sentimentality.

PMCs are already well known for the major role they have played in contemporary conflicts, including Iraq, Kosovo, Rwanda, and Afghanistan. The world of MGS4 takes that reality one step further. The Big Shell Incident has prompted the U.S. Government to require all PMC soldiers to be injected with nanomachines. These nanomachines regulate data, performance, and even emotions. Soldiers carrying ID-tagged weapons intervene in conflict zones and, with their very lives, maintain revenue streams for their employers. Every soldier and weapon is controlled, regulated, and kept in check.

This system, known as Sons of the Patriots (SOP) even makes it physically impossible for soldiers to turn their guns on their clients. In essence, it places the battlefield under corporate management. As a result, the fires of war continue to spread, and the PMCs inexorably increase their power and influence in world affairs. War has become the dynamo that drives the global economy.

According to Roy Campbell, who monitors PMCs on behalf of the United Nations Security Council, the total force strength of PMCs now rivals that of the U.S. armed forces. The five largest PMCs are all controlled by a single corporation known as "Outer Heaven". This, as *Metal Gear* aficionados will recall, was the name of the "soldier's paradise" envisioned by Big Boss, a legendary mercenary who foresaw a future where war would never end.

At the head of Outer Heaven is Liquid Ocelot. The last vestiges of the old Ocelot are gone, his mind now fully controlled by Liquid Snake – the mirror image of Solid Snake, having inherited the same genetic legacy from Big Boss. Now, Solid Snake must enter a Middle Eastern war zone in order to find and kill his brother.

As he heads into battle, Snake's face is creased by deep wrinkles. His once-brown hair is almost completely gray. Why is this man, who only a few years before was a soldier in his prime, suddenly ravaged by old age?

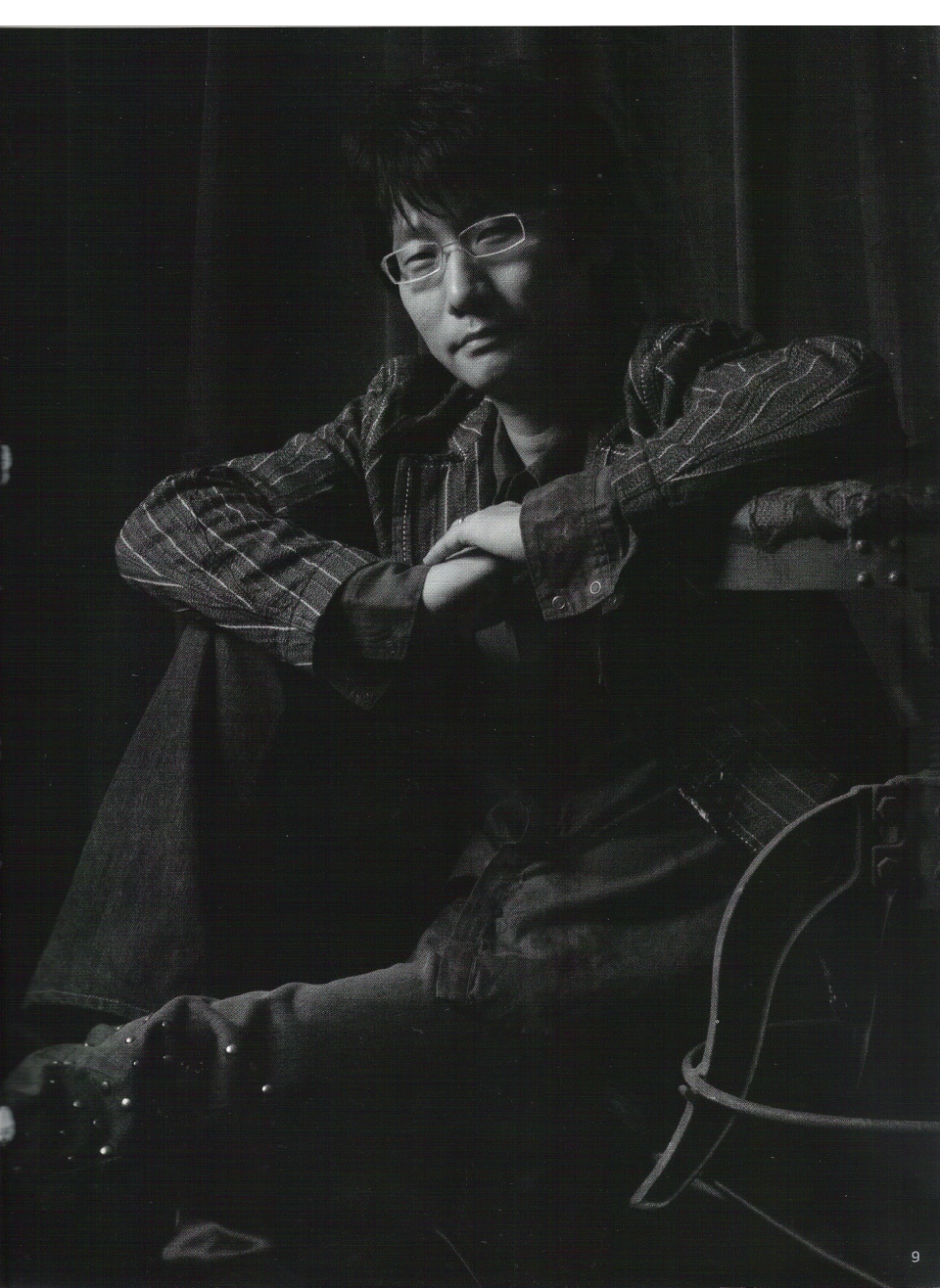
A new enemy now stands against the aging Snake: the Beauty and the Beast Corps, known more commonly as the BB Corps. War can transform its protagonists into savage, pitiless animals, and the BB Corps are just that – bestial creations spawned in the fires of war.

Every game in the series since *Metal Gear Solid* has been assigned a word that represents the themes explored in its story. The keyword behind Hideo Kojima's vision for MGS4 is "SENSE." This word can have many meanings: feeling, reason, conscience, judgment. Throughout the *MGS* series, Kojima has created stories based around the things that we must pass on to future generations, such as genetic code ("GENE" in *Metal Gear Solid*). This time, he has chosen to focus on something that we cannot hope to bequeath: our individually unique "SENSE." Old Snake, who has dedicated his entire life to battle, must rely on his "SENSE" to deal with a new breed of soldier – a generation of warriors whose emotions are controlled by the Sons of the Patriots system.

Once again, Old Snake finds himself sneaking alone through an ever-changing battlefield. In this conflict zone, PMC forces and militia fighters are waging a fierce battle for supremacy. One minute the PMCs are on the offensive; the next the militias are driving them back. Snake can choose to support local militias or fight against them. Or, he can use the chaos of battle to his advantage in order to slip by undetected.

This time, Snake has a number of tools to help him complete the mission, including the OctoCamo Suit, which provides environmental camouflage, and the Solid Eye, a portable data analyzer. Snake also has a new ally – the compact, remotely-operated Metal Gear Mk.II. *Metal Gear Solid 4* also features an integrated battle system that interfaces with the global Sons of the Patriots System, adding a fresh new dimension to stealth methodology.

With a variety of new systems and breathtaking visuals made possible by the PLAYSTATION 3's advanced physics simulation technology, MGS4 introduces a new level of excitement. Packed with thrills and realism 20 years in the making, it is the pinnacle of the *Metal Gear* series.



CHARACTER PROFILES

OTACON + MK.II



OTACON + MK.II

A scientist haunted by
a terrible sin

SUNNY



SUNNY

A brilliant young girl rescued from
the Patriots' clutches

RAIDEN



RAIDEN

A scout whose armored exoskeleton conceals the spirit of a warrior

ROY CAMPBELL



ROY CAMPBELL

A veteran soldier commissioned to monitor PMC activity

MERYL SILVERBURGH



MERYL SILVERBURGH

A female commander who stifles her emotions
and her past

JOHNNY [AKIBA]



JOHNNY [AKIBA]

A techie in Meryl's unit

JONATHAN



JONATHAN

A hulking soldier of few words

ED



ED

Meryl's second-in-command

LIQUID OCELOT



LIQUID OCELOT

The other Snake, guided by a sense of destiny

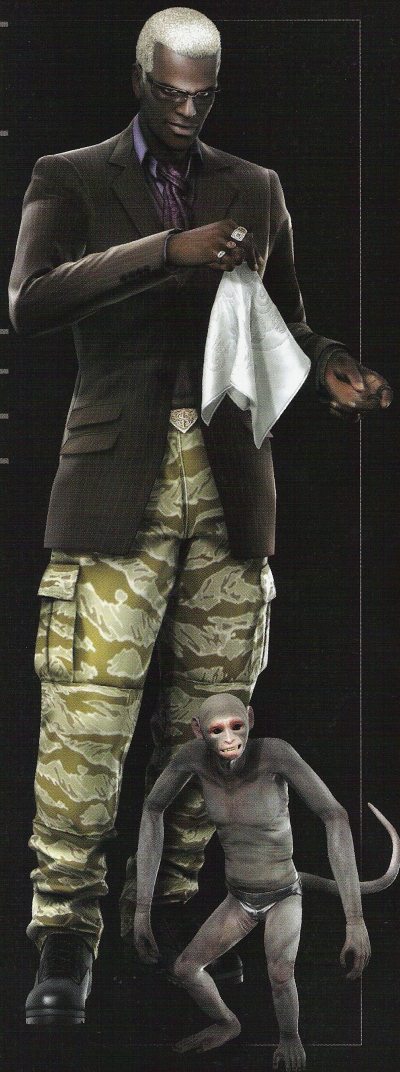
NAOMI HUNTER



NAOMI HUNTER

The creator of the accursed FOXDIE virus

DREBIN + LITTLE GRAY



DREBIN + LITTLE GRAY

A gun launderer who flouts the rules of the SOP System

HAVEN TROOPERS



HAVEN TROOPERS

A covert unit of enhanced soldiers

EVA



EVA

A beacon of resistance against the Patriots, whose followers call her "Big Mama"

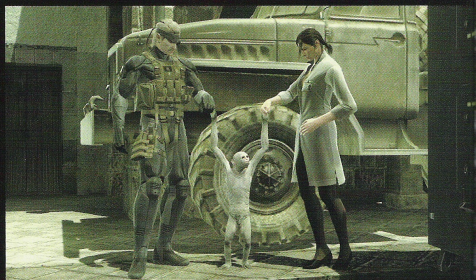
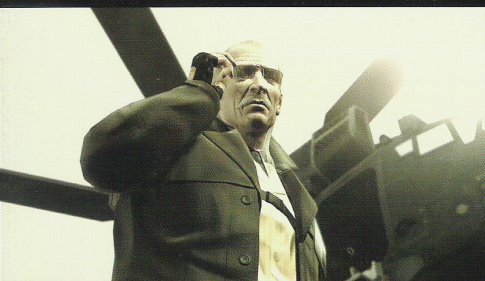
VAMP

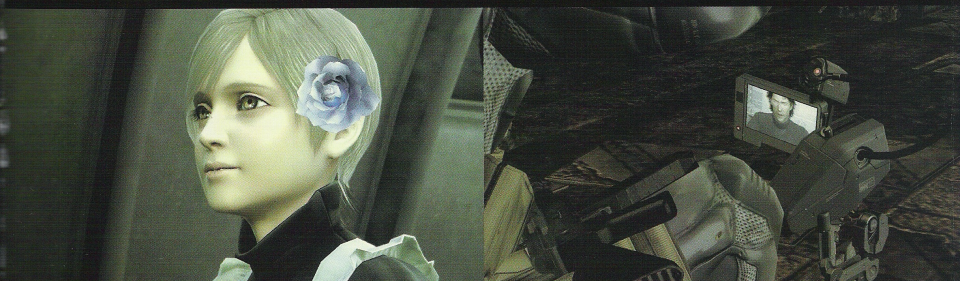
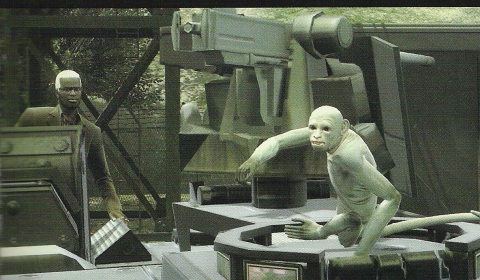


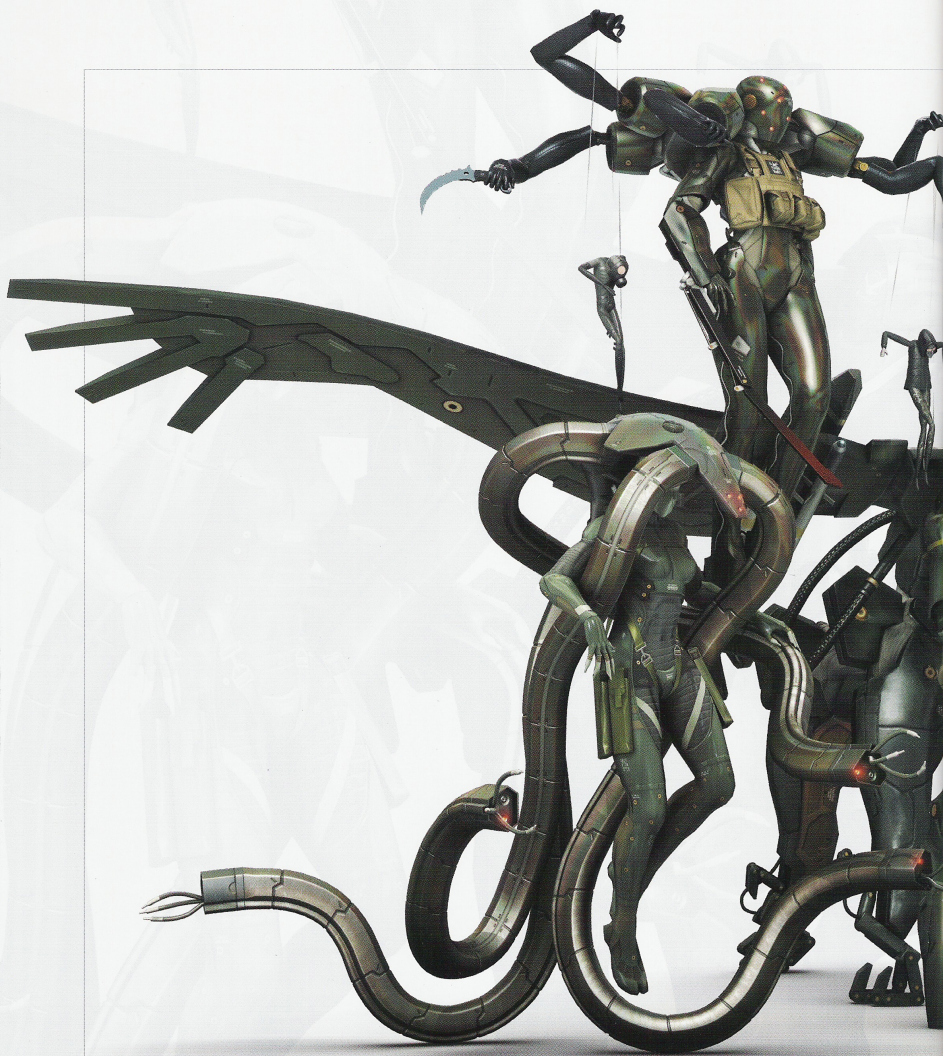
VAMP

A bloodsucker resurrected by modern civilization









BEAUTY AND THE BEAST CORPS



DESIGN AND THE BEST CORPS



LAUGHING OCTOPUS

SCREAMING MANTIS



SCREAMING MANTIS



CRYING WOLF



RAGING RAVEN

MAKING BEAUTY

The battlefield has transformed four beauties into beasts.

The assassins of the Beauty and the Beast Corps (BB Corps) have been transformed into beasts through the magic of technology in order to survive the war zone. They are vehicles of symbolism in *Metal Gear Solid 4: Guns of Patriots*, representing the manner in which war transforms humans into animals.

A video game's 3D characters are built from three key elements: facial modeling, motion capture and voiceovers. Each element influences the others – a character can't come together if any of these aspects are lacking. While building the BB Corps, the team broke away from its usual development methods, Kojima explains.

"Until now, MGS characters have first come to life through Yoji Shinkawa's models. After that, the character design team built the 3D character by adding their own ideas based on their interpretations of Shinkawa's work. This time, however, I decided to use living, beautiful women as the initial models for each member of the BB Corps."

Kojima claims that the PLAYSTATION®3's evolved hardware and graphical capabilities can even render different facial structures with unparalleled accuracy. He decided to challenge himself with the new possibilities. Beyond the desire to try new things, though, he had no choice but to adopt a new modeling process in order to create more realistic game images.

"People's faces reflect their real lives. The BB Corps is implausible in one sense because of their bestial natures. Because of that unreality, I wanted to imprint their sense of life and put actual living people behind the masks."

Producer Ken Imaizumi and Assistant Producer Ryan Payton worked hard to realize Kojima's intentions. While coordinating the photography sessions, Imaizumi had to make several pressing decisions.

"The initial plan was to just take a bunch of photos of the women and then use them to create the in-game models, but when I talked to the character design team, they said they wanted to put markers on each model's face in order to help transfer the images onto the



3D figures. The resulting photo session gradually turned into a large-scale affair, but I think the end product will prove that it was worth the trouble."

As if figuring how to handle such an unorthodox photo session wasn't enough, the two producers still had to cast the models. Shinkawa supervised the casting team to keep the work close to his concept images. Models from agencies all over the world auditioned. In the end, they chose four women who represent a global spectrum of beauty: Lyndall Jarvis (Northern Europe), Scarlett Chorvat (Mediterranean), Yumi Kikuchi (Asia), and Mieko Rye (Africa).

The core photo session took place in Hollywood's Quixote Studio on October 13, 2006. Each model wore makeup based on her character in the game, and markers that the facial modeling staff used for visual reference. The photographers filmed them from all sides: front, back, left, right, top, and bottom. Even though the crew was new to this exhaustive process, the photo shoot went off without a hitch.

Kojima reflects on the event: "All the models knew about *Metal Gear*, and they were happy to take part in it. I was initially anxious, thinking that any woman would hate being digitally realized as a beast in a real-life setting. Yet they all said they loved the idea. I was really honored."

The photos and film went to Japan for evaluation by the character design team, and they were then put into the actual 3D data for the game. However, Imaizumi testifies that not everything went smoothly after that.

"Movie makers and some members of the game development community have been using this kind of capturing technique for some time, using specialized programs to make the process more efficient. But we did everything by hand in order to give the game a constant, unified in-game world."

For cinematic scenes, many game developers hire CG processing studios to produce pre-rendered animated sequences. The MGS series uses the same real-time graphic engine that drives its gameplay for its cinematic interludes.

However, the hardware wouldn't run images pre-packaged by software, forcing the staff to combine their experience and expertise to create the models manually. Thanks to their efforts, we will now see the exact same 3D models in cutscenes and gameplay alike.

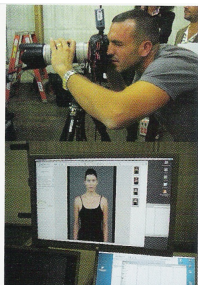
The character design team used the data from the photo shoot for more than merely building the women's in-game faces. The staff had also asked the models to show various facial expressions, and those were also shot from different angles. The codenames for the BB Corps feature overtly emotional adjectives (Laughing, Raging, Crying and Screaming), so appropriate facial expressions were created from the wealth of material gathered during the photo shoot.

Beyond the character models, the team faced more challenges with the motion capture and voiceover work. The motion capture method that translates an actor's real life movements into the game has remained unaltered, but the usual order of recording a character's movement and voice was changed. Up to and including *Metal Gear Solid 3*, voiceovers were recorded and then played back to guide the motion capture actors. This time, Kojima says, the vocal performance had to accommodate pre-recorded body movements.

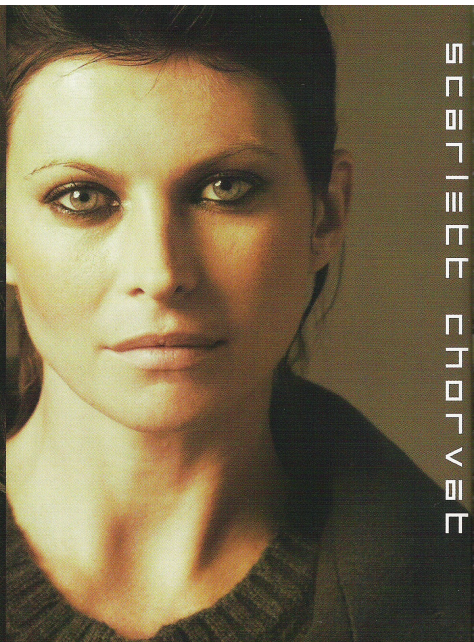
"It would be ideal if we could record the body and the voice at the same time, but that's impossible. However, recording the motion capture first allowed the voice actor to adapt the performance to the on-screen action and context."

Yumi Kikuchi was the only model who both participated as a motion and voice actress.

The members of the BB Corps grew up amid war's cruelty, and were forced to become beasts to survive. They are victims of war. What end awaits them? Day by day, *Metal Gear Solid 4*'s development team is working hard to fill the story to the brim with blood, sweat, and tears.



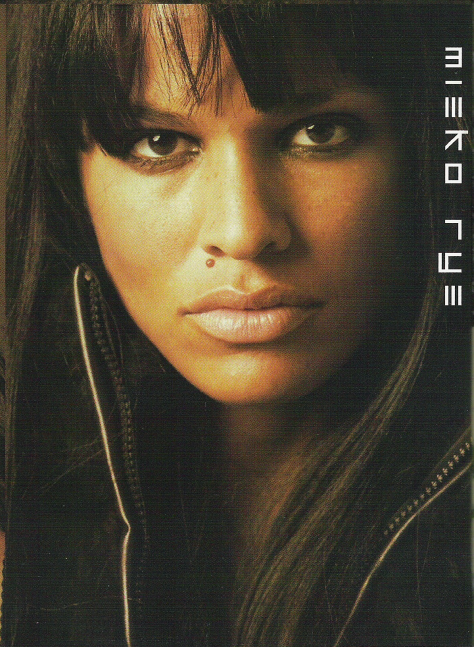
SCARLETT CHORVASE



LUNDSELL JERVIS

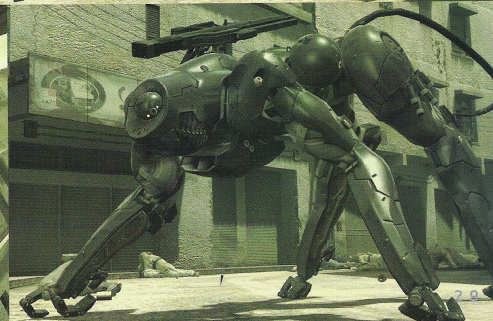
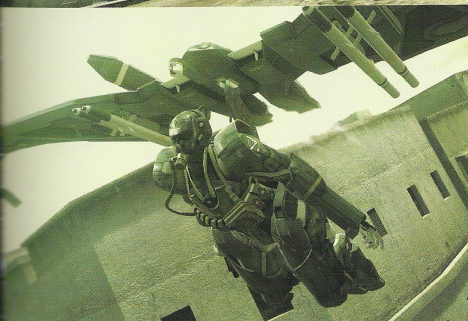
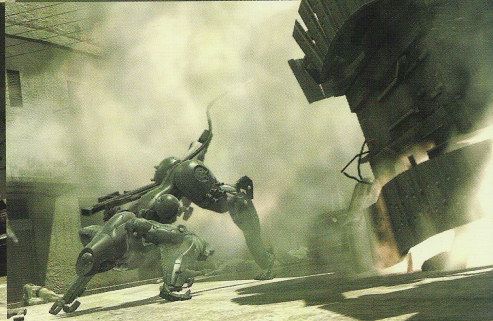
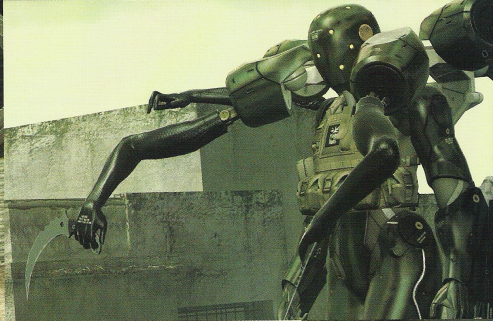
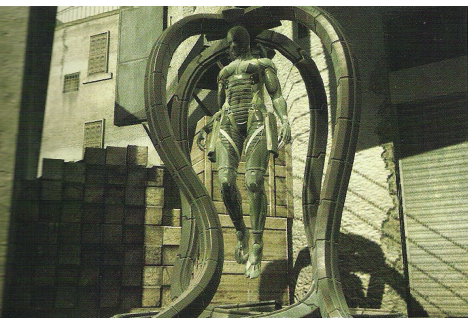


MIKKO LUMME



JUEMI KIKUCHI





NEW GAME SYSTEMS

BATTLEFIELDS

The *MGS* series has always been based on the concept of sneaking through enemy territory. Whether infiltrating enemy bases, terrorist-occupied buildings or tracking through the jungle, the setting always belonged to the enemy. But the world of *MGS4* is not that simple. The difficulties Snake faces in his mission will come not from environments such as occupied jungles and fortresses guarded by henchmen, but from fluid, ever-evolving situations. The battlefield is defined by an endless series of conflicts between PMC and militia forces. Snake will need to think faster than ever to cope with the constantly shifting conditions on the ground.

Snake can even join the battle if he wishes. He begins the game by sneaking onto the battlefield disguised as a member of the local militia. By aiding this force in battle, he can help them to defeat their immediate PMC opponents and make it easier to reach his goal. Instead of being at the whim of his environment, with a fixed route and linear set of adversaries to avoid or overcome, Snake can actively take advantage of different situations to further his mission objectives.

Snake may decide to support one side, or he can opt to discretely slip by during the noise and confusion; this is, ultimately, the player's choice. *Metal Gear Solid 4* combines the tension of having to make decisions on the fly with the overwhelming sense of freedom gained from being able to make your own decisions. This, more than anything else, is what sets *MGS4* apart from previous games.



CAMERA WORK

The camera in *MGS4* offers players a far greater degree of freedom than in previous titles in the series. The default camera is the third person view introduced in *MGS3: Subsistence*. Viewing the action from behind and above Snake gives the player a wide view of the battlefield. The angle and height of the camera can be freely controlled, allowing players to position it wherever they like. As some series veterans will be happy to discover, even the bird's-eye view utilized in earlier *Metal Gear* adventures is possible.

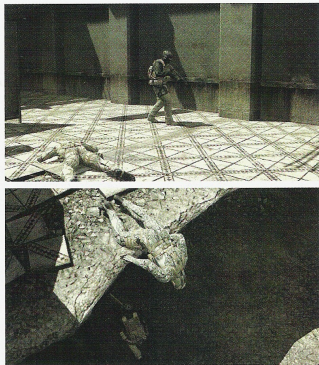
In addition, the player can switch to a first person view at any time to assess the surrounding area, or to line up a precise shot. This feature has been a series mainstay since *Metal Gear Solid*, but *MGS4* takes it one step further by allowing the player to move around with this perspective active. Players who have long wished to be able to play in an FPS (first-person shooter) style can finally do just that.

Naturally, series staples such as the "Corner View" and "Intrusion View" make a welcome return. Corner View is activated automatically to provide the optimal view when Snake presses against a wall. Snake also has some new tricks this time around, such as hiding in garbage bins and walking around while covered by a metal drum. Intrusion View switches the camera to a first person perspective whenever Snake enters air ducts or goes underwater, giving the player a more realistic feel for Snake's surroundings.



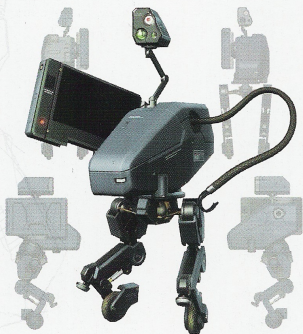
OCTOCAMO

MGS4 depicts a futuristic world where the growth of private military companies and a subsequent increase in localized conflicts has led to significant advances in military technologies. This adds a new layer of strategic depth to *MGS4* by challenging the player to find ways to use this new equipment. One such innovation is OctoCamo, which helps camouflage Snake by copying not only the color of the surrounding terrain, but also its contours and texture. In addition to visible light, OctoCamo traps infrared radiation from the body and replicates the infrared background of the surrounding environment, rendering Snake invisible even when actively sought by the infrared cameras mounted on the unmanned Gekko. There are also manually selectable preset camo variations, such as the rock-like Statue Camo, allowing players to choose their own patterns – and, of course, mimic their surroundings.



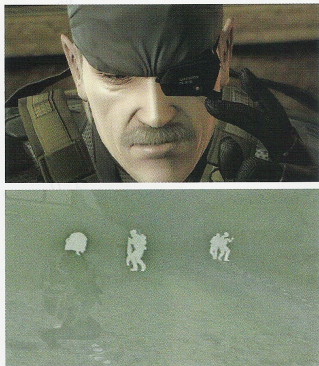
METAL GEAR Mk.II

Metal Gear Mk.II is a small, mobile, remotely operated terminal developed by Snake's long-time comrade, Otacon. Although it shares its name with the bipedal walking nuclear tank, the similarities end there. Otacon (Dr. Hal Emmerich) was involved in the development of Metal Gear REX, and his efforts thus contributed (albeit inadvertently) to Liquid Snake's terrorist acts on Shadow Moses Island. He has invented the Mk.II in an attempt to create something useful to mankind. The Mk.II is equipped with stealth capabilities and is suited primarily to scouting and reconnaissance, but it has other functions as well. It can knock opponents out with an electric shock from its "manipulator", act as a pack mule to carry Snake's gear, and serve as a communications link with Otacon, making it an extremely valuable partner. Normally, Otacon controls the Mk.II remotely, but Snake also carries a controller that enables him to pilot the Mk.II when the situation demands.



SOLID EYE

The Solid Eye is an all-purpose goggle developed by Otacon. It combines the capabilities of binoculars, night-vision goggles, and thermal goggles into one package. Moreover, the Solid Eye amplifies the data collected from Snake's five senses and projects it onto Snake's field of vision. This function provides an integrated visual display of the "vibes" Snake discerns while observing enemy soldiers and machines – smells, sounds, and movements. It informs Snake where the enemy is, and the stability of the situation in battle. At the same time, it also displays the "vibe" given off by Snake himself, letting him know how easy he is to spot. On a fast-changing battlefield, Snake needs clear, sharp senses to perceive all potential threats around him. The Solid Eye's functions are based on Snake's own faculties, so the more receptive he is, the better the readout. Getting into a stable position on one knee and focusing mentally will increase the Solid Eye's precision.





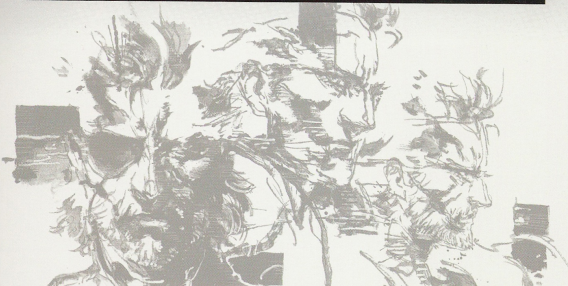
PlayStation 2



NTSC U/C

METAL GEAR SOLID®

THE ESSENTIAL COLLECTION



KONAMI

METAL GEAR SOLID: THE ESSENTIAL COLLECTION

Since its inception, the Metal Gear franchise has been one of the most successful game series on any console receiving worldwide recognition and praise. The franchise that pioneered the stealth action genre is back with *Metal Gear Solid: The Essential Collection*. For the first time, you can get the original *Metal Gear Solid*, *Metal Gear Solid 2* and *Metal Gear Solid 3* in one collectible package.

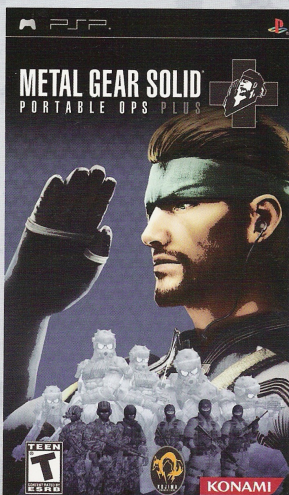
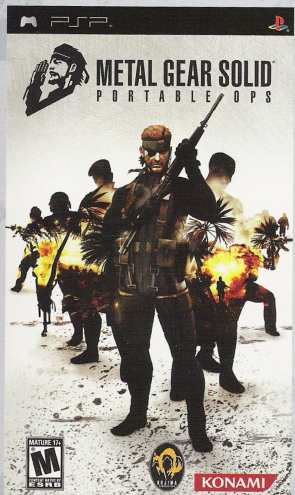
METAL GEAR SOLID: PORTABLE OPS

Metal Gear Solid: Portable Ops redefines the stealth action genre on the PSP system with an original storyline that follows the events of *Metal Gear Solid 3: Snake Eater*. The innovative online play lets gamers recruit their own comrades to form a unique fighting force. Players will learn more about their favorite characters and how the events of later *Metal Gear* game were set into motion.

METAL GEAR SOLID: PORTABLE OPS PLUS

Last year's PSP hit, *Metal Gear Solid: Portable Ops*, has returned, and now it's deeper and more evolved than ever. Sneak into enemy territory! Recruit soldiers! Build your own unique squad! Fight and trade your soldiers with other players.

Metal Gear Solid: Portable Ops Plus is a standalone addition to the award winning stealth action title of the same name. Focusing on the portable multiplayer experience, players will be able to enjoy more maps, more missions, and recruit a talented crew of war heroes for battling real opponents in online arenas.



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